

Use Case Based Testing Document – Brain Age

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# Test case Design and description

## Start Game

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID:** | | 1 | | QA Test Engineer | | Syed Asad Abrar |
| **Test case Version:** | | 1 | | **Reviewed By** | | Taha Kibria |
| **Test Date:** | | 25-April-20 | | **Use Case Reference(s)** | |  |
| **Objective** | | Check if the application allows the user to start the game | | | | |
| **Product/Ver/Module** | |  | | | | |
| **Environment:** | | Android | | | | |
| **Assumptions:** | | User knows how to read English language | | | | |
| **Pre-Requisite:** | | User must have the game installed | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1** | User opens application. | | | | The application opens up and shows “Start Game” and “Instructions” option. | |
| **2** | User presses “Start Game”. | | | | The application asks the user to select level 1 or 2. | |
| **3** | The user selects either of the options (1 or 2). | | | | The application loads the appropriate level. | |
| **Test Data for each Step:**  **3.** “Level 1” | | | | | | |
|  | | | **Passed** **Failed** **Not Executed** | | | |

## Show Instructions

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID:** | | 2 | | QA Test Engineer | | Syed Asad Abrar |
| **Test case Version:** | | 1 | | **Reviewed By** | | **Taha Kibria** |
| **Test Date:** | | 25-April-20 | | **Use Case Reference(s)** | |  |
| **Objective** | | Check if the application allows the user to read instructions. | | | | |
| **Product/Ver/Module** | |  | | | | |
| **Environment:** | | Android | | | | |
| **Assumptions:** | | User knows how to read English language. | | | | |
| **Pre-Requisite:** | | User must have the game installed. | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1** | User opens application. | | | | The application opens up and shows “Start Game” and “Instructions” option. | |
| **2** | User presses “Instructions”. | | | | The application shows instructions. | |
| **Test Data for each Step:**  **N/A** | | | | | | |
|  | | | **Passed Failed Not Executed** | | | |

## Swipe Tile Left

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID:** | | 3 | | QA Test Engineer | | Taha Kibria |
| **Test case Version:** | | 1 | | **Reviewed By** | | Syed Asad Abrar |
| **Test Date:** | | 25-April-20 | | **Use Case Reference(s)** | |  |
| **Objective** | | Check if the game allows the user to swipe a tile left. | | | | |
| **Product/Ver/Module** | |  | | | | |
| **Environment:** | | Android | | | | |
| **Assumptions:** | | User knows how to read English language. | | | | |
| **Pre-Requisite:** | | User must have the game installed, opened on a level. | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1** | User swipes a tile left. | | | | The tile moves left. | |
| **Alternate execution** | | | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1a** | User swipes any tile left in the first column. | | | | The system prints a toast “Invalid move”. | |
| **Test Data for each Step:**  **1.** Swipe left tile of first row and first column. | | | | | | |
|  | | | **Passed Failed Not Executed** | | | |

## Swipe Tile Right

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID:** | | 4 | | QA Test Engineer | | Taha Kibria |
| **Test case Version:** | | 1 | | **Reviewed By** | | Syed Asad Abrar |
| **Test Date:** | | 25-April-20 | | **Use Case Reference(s)** | |  |
| **Objective** | | Check if the game allows the user to swipe a tile right. | | | | |
| **Product/Ver/Module** | |  | | | | |
| **Environment:** | | Android | | | | |
| **Assumptions:** | | User knows how to read English language. | | | | |
| **Pre-Requisite:** | | User must have the game installed, opened on a level. | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1** | User swipes a tile right. | | | | The tile moves right. | |
| **Alternate execution** | | | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1a** | User swipes any tile right in the third column. | | | | The system prints a toast “Invalid move”. | |
| **Test Data for each Step:**  **1.** Swipe right tile of third row and first column. | | | | | | |
|  | | | **Passed Failed Not Executed** | | | |

## Swipe Tile Up

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID:** | | 5 | | QA Test Engineer | | Syed Asad Abrar |
| **Test case Version:** | | 1 | | **Reviewed By** | | Taha Kibria |
| **Test Date:** | | 25-April-20 | | **Use Case Reference(s)** | |  |
| **Objective** | | Check if the game allows the user to swipe a tile up. | | | | |
| **Product/Ver/Module** | |  | | | | |
| **Environment:** | | Android | | | | |
| **Assumptions:** | | User knows how to read English language. | | | | |
| **Pre-Requisite:** | | User must have the game installed, opened on a level. | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1** | User swipes a tile up. | | | | The tile moves up. | |
| **Alternate execution** | | | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1a** | User swipes any tile up in the first row. | | | | The system prints a toast “Invalid move”. | |
| **Test Data for each Step:**  **1.** Swipe up tile of first row and first column. | | | | | | |
|  | | | **Passed Failed Not Executed** | | | |

## Swipe Tile Down

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID:** | | 6 | | QA Test Engineer | | Syed Asad Abrar |
| **Test case Version:** | | 1 | | **Reviewed By** | | Taha Kibria |
| **Test Date:** | | 25-April-20 | | **Use Case Reference(s)** | |  |
| **Objective** | | Check if the game allows the user to swipe a tile down. | | | | |
| **Product/Ver/Module** | |  | | | | |
| **Environment:** | | Android | | | | |
| **Assumptions:** | | User knows how to read English language. | | | | |
| **Pre-Requisite:** | | User must have the game installed, opened on a level. | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1** | User swipes a tile down. | | | | The tile moves down. | |
| **Alternate execution** | | | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1a** | User swipes any tile down in the third row. | | | | The system prints a toast “Invalid move”. | |
| **Test Data for each Step:**  **1.** Swipe down tile of third row and first column. | | | | | | |
|  | | | **Passed Failed Not Executed** | | | |

## Show Question

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID:** | | 7 | | QA Test Engineer | | Taha Kibria |
| **Test case Version:** | | 1 | | **Reviewed By** | | Syed Asad Abrar |
| **Test Date:** | | 25-April-20 | | **Use Case Reference(s)** | |  |
| **Objective** | | Check if the game shows the user the question if he clicks the question button. | | | | |
| **Product/Ver/Module** | |  | | | | |
| **Environment:** | | Android | | | | |
| **Assumptions:** | | User knows how to read English language. | | | | |
| **Pre-Requisite:** | | User must have the game installed, opened on a level. | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1** | User presses on question button. | | | | Question is displayed. | |
| **Alternate execution** | | | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1a** | User has already answered questions 2 times and still presses the question button. | | | | The system prints a toast “You have already tried to answer questions!”. | |
| **Test Data for each Step:**  **1.** Question 1 | | | | | | |
|  | | | **Passed Failed Not Executed** | | | |

## Show Video

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| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID:** | | 8 | | QA Test Engineer | | Syed Asad Abrar |
| **Test case Version:** | | 1 | | **Reviewed By** | | Taha Kibria |
| **Test Date:** | | 25-April-20 | | **Use Case Reference(s)** | |  |
| **Objective** | | Check if the game allows the user to swipe a tile down. | | | | |
| **Product/Ver/Module** | |  | | | | |
| **Environment:** | | Android | | | | |
| **Assumptions:** | | User knows how to read English language. | | | | |
| **Pre-Requisite:** | | User must have the game installed, opened on a level and has solved it successfully. | | | | |
| **Step No.** | Execution description | | | | **Procedure result** | |
| **1** | User presses on “play video” button. | | | | Video plays. | |
| **Test Data for each Step:**  **N/A** | | | | | | |
|  | | | **Passed Failed Not Executed** | | | |